

# Probabilistic Music Generator

## User Guide



# Introduction

Thank you for your purchase of the Probabilistic Music Generator! Your generous support will help to fund Music Generators in the future.

## Setting Up

It is easy to set up the Probabilistic Music Generator.

- For AC power you just have to use our 12V adapter and plug it.
- For battery power, removing the six screws at the bottom and put in 6 AA batteries.
- Plug in speakers to the stereo audio jack on the front.

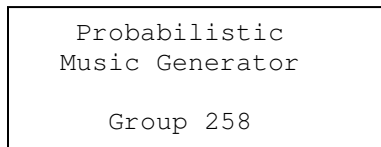
Now you are ready to go. **Pushing the forward and backward arrows at the same time will start it up. To reset the system, push the left and down arrow at the same time.**

You are now making music!

## Operating Controls

Let take a tour through the Probabilistic Music Generator.

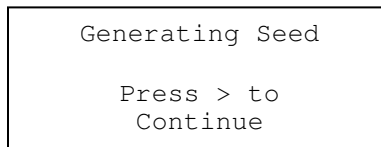
When you first start up your system you will notice this display. Group 258 was the design group responsible for the building of this system.



```
Probabilistic
Music Generator

Group 258
```

The next screen you will see is this.



```
Generating Seed

Press > to
Continue
```

It is generating the seed. The seed is the input to the pseudo-random generator. We rely on you for this seed. Don't worry! It's easy! With the push of the forward arrow, you have done just that.

```
® Display Notes
  Settings
  Volume
  Credits
```

Now you are on the main menu of the system. You have many choices from here. Pushing up and down will allow you to select which option you like. Pushing right will confirm your choice. Let us first look at *Display Note*.

```
Current Notes
1  4  9 12 31  1
4 10 11 28 10  9
3  6  0  1 15 21
```

*Display Note* will allow you to see the current notes being played. They are displayed in Midi note format. A 0 is a low 'A' at 110Hz. A 35 is the highest note G# at 830Hz. It is fun to watch the Probabilistic Music Generator play along. To get back from this menu, or any other, just push the left arrow. Let us look at our next option *Settings*.

```
Settings
  ® Instrument
  Probability
```

In the *Settings* menu, you are able to get to the *Instrument* and *Probability* menus.

```
Instrument Selection

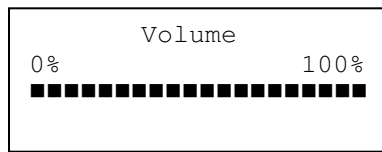
Oboe
```

The *Instrument* allows you to select from many different instruments. These include oboe, trombone, trumpet, flute, and an envelope that we developed called wack!

```
Probability

Probabilistic
```

Warning! This menu could be dangerous if not used properly. The *Probability* menu allows you to take it off *Probabilistic* mode. With this mode off it will revert to random mode. This may annoy and cause a disruption. It is easy to change it back, just hit the up arrow again and you are back to the sweet sounding *Probabilistic* mode.



The *Volume* menu allows quick and easy ability to change the volume digitally. Down decreases the volume. Up increases the volume. Careful with this menu though, this is only for speakers that don't have a volume control. The volume should be on 100% unless needed.

The last menu *Credits* allows you a small look into the people behind the Probabilistic Music Generator.

With this menus you should be back to fully find your way around the Probabilistic Music Generator. I hope you enjoy your music!

## Troubleshooting

### System Lockup

- Push the reset combination of keys: The left and Down arrows.
- Power down the system with left and right arrows and repeat to power it back up again.

### Extremely Dim LCD

- Open up the system and adjust contrast control. It is a blue knob that is located behind the LCD.
- Your batteries may be starting to run low. Replace the batteries or plug it in to AC power.

### No Sound, On Startup

- Open up system and check for broken wires.
- Look at technician's trouble shooting guide in Final Report Document.
- Send system back to design group.

### Other Issues

- Check technician's troubleshooting guide.
- Send system back to design group.



